TOPCOM®

BUTLER 3350/TWIN/ TRIPLE/QUATTRO

USER GUIDE

1.1

CE

Important

To use ‘Caller ID’ (display caller), this service has to be activated on your phone line. Normally you need a separate subscription from your telephone company to activate this function. If you don’t have the Caller ID function on your phone line, the incoming telephone numbers will NOT be shown on the display of your telephone.

This product is in compliance with the essential requirements and other relevant provisions of the R&TTE directive 1999/5/EC. The Declaration of conformity can be found on :

http://www.topcom.net/support/cedeclarations.php

To be connected to the public analogue telephone network.

The CE symbol indicates that the unit complies with the essential requirements of the R&TTE directive.

The features described in this manual are published with reservation to modifications.

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Safety Instructions

- Only use the charger plug supplied. Do not use other chargers, as this may damage the battery cells.
- Only insert rechargeable batteries of the same type. Never use ordinary, non-rechargeable batteries. Insert rechargeable batteries so they connect to the right poles (indicated in the battery compartment of the handset).
- Do not touch the charger and plug contacts with sharp or metal objects.
- The operation of some medical devices may be affected.
- The handset may cause an unpleasant buzzing sound in hearing aids.
- Do not place the basic unit in a damp room or at a distance of less than 1.5 m away from a water source. Keep water away from the handset.
- Do not use the telephone in environments where there is a risk of explosions.
- Dispose of the batteries and maintain the telephone in an environment-friendly manner.
- As this telephone cannot be used in case of a power cut, you should use a mains-independent telephone for emergency calls, e.g. a mobile phone.
- This telephone uses rechargable batteries. You have to dispose of the batteries in an environment friendly manner according to your country regulations.

Disposal of the device (environment)

At the end of the product lifecycle, you should not throw this product into the normal household garbage but bring the product to a collection point for the recycling of electrical and electronic equipments. The symbol on the product, user guide and/or box indicate this.

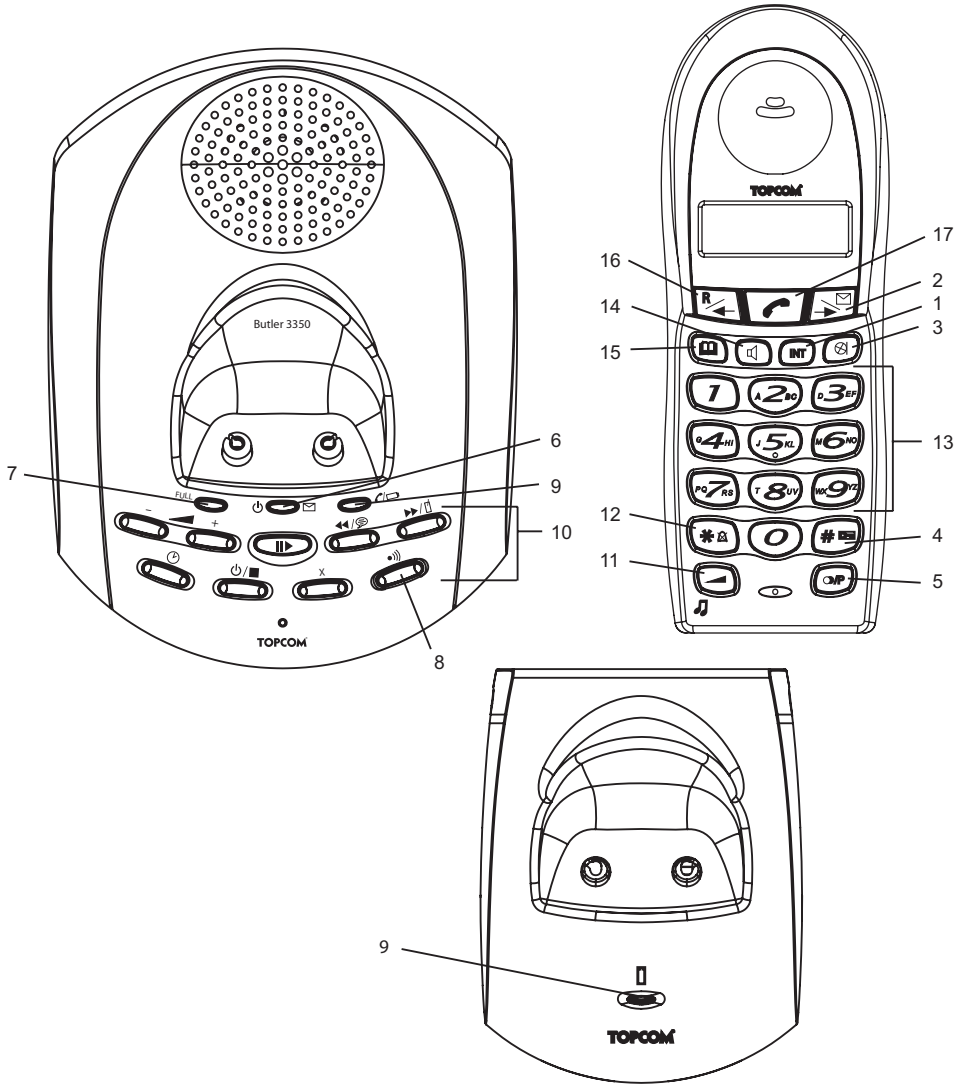
Some of the product materials can be re-used if you bring them to a recycling point. By re-using some parts or raw materials from used products you make an important contribution to the protection of the environment.
Please contact your local authorities in case you need more information on the collection points in your area.

Cleaning

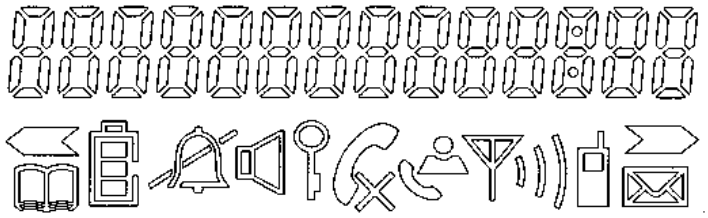
Clean the telephone with a slightly damp cloth or with an anti-static cloth. Never use cleaning agents or abrasive solvents.

1 Buttons

1. Int button **Int**
2. Call log/Scroll ✉ / →
3. Mute button
4. Key lock
5. Redial / Pause button ↻/P
6. Messages/Answering ON-OFF LED
7. Memory full LED
8. Paging button (to retrieve the handset)
9. Charge indicator (LED)
10. Answering machine key (see § 9.2)
11. Volume/melody button /♫
12. Ringer ON/OFF
13. Numerical buttons
14. Handsfree
15. Memory button
16. Flash R/ Scroll **R/**←
17. Line button



2 Display

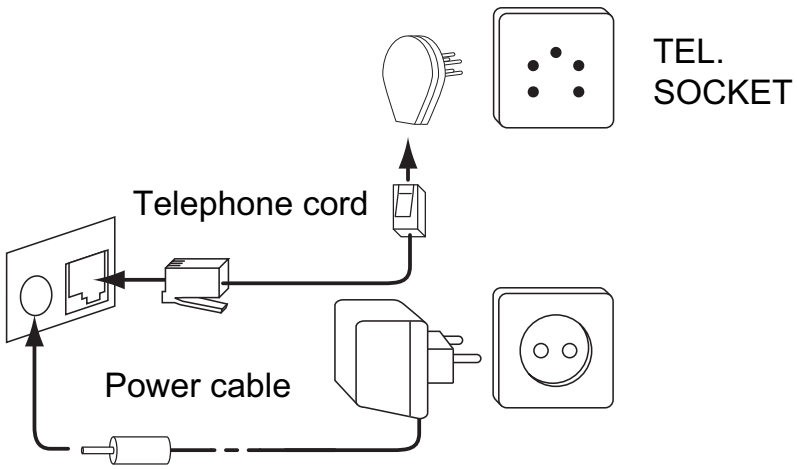


ICON:	MEANING:
	You are online
	New numbers in call list
	Rechargeable battery level indicator
	The antenna indicates the quality of reception. The antenna blinks when the handset is out of range!
	Microphone is muted
	Memory records are being retrieved or set up
	The keypad is locked
	There are more digits on the left
	There are more digits on the right
	During hands free
	When ring buzzer is turned off
	There are new messages in your voice mail
	During internal call
HS-x	x = handset number

3 Installation

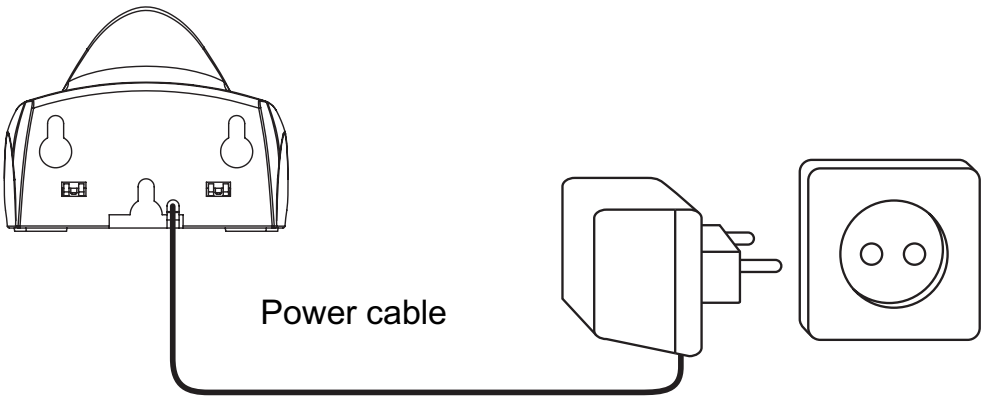
3.1 Base

- Plug one end of the phone cable into the phone unit and the other end into the telephone line wall socket.
- Connect the small plug of the AC adaptor to the phone and the other end of the adapter cable to the electric socket.



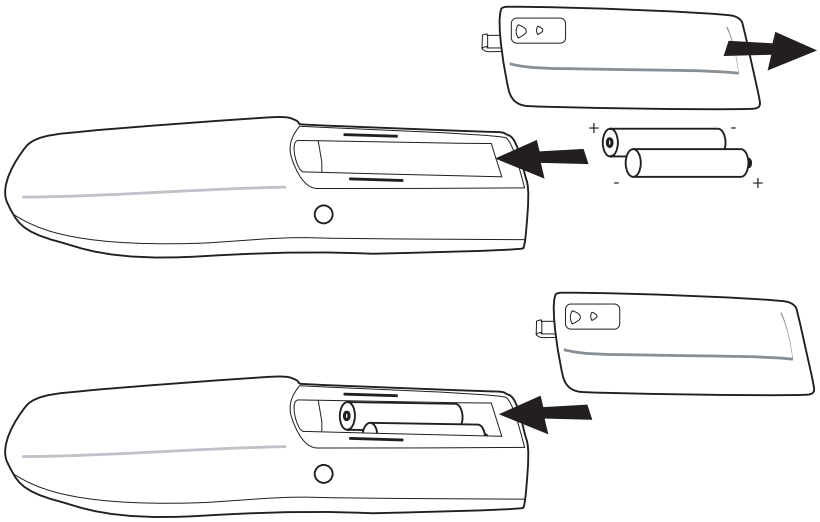
3.2 Multi charger

- Connect the AC adaptor to the electric socket



3.3 Handset

- Insert 2 rechargeable batteries (AAA) inside the battery compartment of the handset.



Put the handset on the base unit. The red Charge LED will lit as long as the handset is on the base.
Charge the handset for a period of 24 hours before using the handset for the first time. To extend the battery life time, discharge the batteries completely from time to time. As soon as the handset emits a warning tone or when the battery icon is empty, you have to put it back on the base unit for charging.

4 Battery low indication

When the battery is empty, the handset no longer carries out operations. When a battery is completely empty and you have put the handset on the base unit for a short period of time, the Battery symbol will appear to be fully charged but this is actually not the case. The battery capacity will decrease rapidly. We advise you to put the handset on the base unit for 12 hrs so that it can be recharged completely.

- Full battery
- Empty battery

When you are in the middle of a conversation and the battery is almost empty, the handset will emit a warning signal. Place the handset on the base unit to charge.

5 Operation

5.1 Outgoing calls

5.1.1 Making a phone call

- Press the Line button . You will hear the dial tone.
- Enter the desired telephone number.
- Press the Line button when you want to terminate the call.

5.1.2 Call setup with dial preparation

- Enter the desired telephone number. An incorrect number can be corrected by means of the Mute button . When you haven't pressed a button for 10 seconds, the number you've already entered will disappear and the handset returns to standby mode.
- Press the Line button . The number will be dialled automatically.
- Press the Line button when you want to terminate the call.

5.1.3 Redialling the last number dialled

- Press the Line key .
- The Line/Charge indicator (LED) on the base unit will blink.
- You will hear the dial tone.
- Press the Redial key . The number you last called is dialled automatically.

5.1.4 Redial one of the last 3 numbers dialled

- Press the Redial key . The number you last called appears on the display. If you would like to dial one of the last 5 numbers dialled, press the Redial key a few times until the desired number appears on the display.
- Press the Line key .
- The number shown on the display is dialled automatically.
- After finishing your call, press the Line key to hang up.

5.2 Incoming calls

- When a call comes in, the handset will start to ring. The LED on the base will blink.
- Press the Line button to answer the incoming call.

5.3 Activate/deactivate hands free function

This function allows you to communicate without having to pick up the handset. When you are on the phone, press the Hands free key to activate the hands free function.
Press the same button to deactivate the hands free function.

When you are calling in hands free mode and you want to change the volume, press the Volume button.

When you use the hands free function for a long time, the batteries will be empty more quickly!

5.4 Programming memory numbers

You can program 10 indirect numbers (of max. 25 digits) in the phone's memory.

- Press and hold the Memory button until the -icon appears on the display.
- Enter the telephone number you whish to store.
- Press the Memory button again to confirm.
- Enter the memory location (0-9) where you want to store the number.
- You will hear a confirmation tone and the -icon will disappear.

If you wish to insert a pause, press the Redial/Pause button P on the location where you want a pause of 3 sec.

5.5 Calling a memory number

- Press the Memory button , followed by the number of the memory location (0-9).
- Press the Line button . The memory number will be dialled automatically.
- Press the Line button when you want to terminate the call.

5.6 Mute function

It is possible to deactivate the microphone during a conversation. Now you can speak openly without being heard by your correspondent.

- Press the Mute button during a conversation. The microphone will be deactivated. The MUTE symbol . appears on the display.
- Press the Mute button again when you want to continue the conversation.

5.7 Setting the volume

During a conversation you can set the volume by pressing the Volume button ◢. You can set the volume alternatively in Hi, Medium and Low.

The hands free receiver volume is also adjustable as above described!

5.8 Paging

When you press the Paging button •)) on the base unit, the handset emits a ringing signal for 20 seconds. This signal helps you find a lost handset. Press any key to stop the ringing on a handset.

5.9 Flash button (R)

When you press the R button, also called flash or recall, the unit generates a line interruption (of 100 ms or 250 ms). It gives you the possibility to use the special services of your telephone provider and/or to transfer calls when you have a telephone exchange.

5.9.1 Setting the Flash time

- Press and hold the redial button ◑ for 3 sec.
- The display will show:
  'S' for 100ms
  or 'L' for 250ms
- The flash time setting will disappear after 2 sec. from the display

5.10 Setting the ring volume and melody

5.10.1 Handset melody

- Press and hold the melody button ♫ until the current melody is heard.
- Select the desired melody (1-9) by means of the scroll keys ← → or by entering a number (1 - 9).
- Press ♫ again to confirm the setting

5.10.2 Handset ring volume

- Press the volume button ◢ in standby
- The handset will ring in the current volume
- Press 1-5 or use the scroll keys ← → to select the desired volume
- Press '0' to turn the volume OFF

5.10.3 Setting the ring volume level of the base

You can change the ring volume and melody of the Butler 3350 base.

- When base is ringing
- Press volume key on base to increase or decrease ring volume

- **You can turn the ringer volume of each individual handset ON or OFF by simply press and hold the key in standby.**
- **The base ring melody is not adjustable!**

5.11 Key lock

When the keypad is locked, pressing any key will have no effect during standby (except holding the key).

- Press and hold the key
- appears on the display and the keypad is locked
- Press and hold the key again to un-lock the keypad

When there is an incoming call, you can still answer the call by pressing the Line button . During the call, the keypad functions as normal. When the call is ended, the keypad will be locked again

5.12 Setting the dialling mode

There are two types of dialling mode:
DTMF/Tone dialling (the most common) (default)
Pulse dialling (for older installations)

To change the mode of dialling:

- Press and hold the flash R button to toggle between dialling modes:
  'P' will appear when set to pulse or 'T' when set to tone (DTMF) dialling
- After 5 sec. the unit returns to standby

6 Caller-ID function (CLIP)

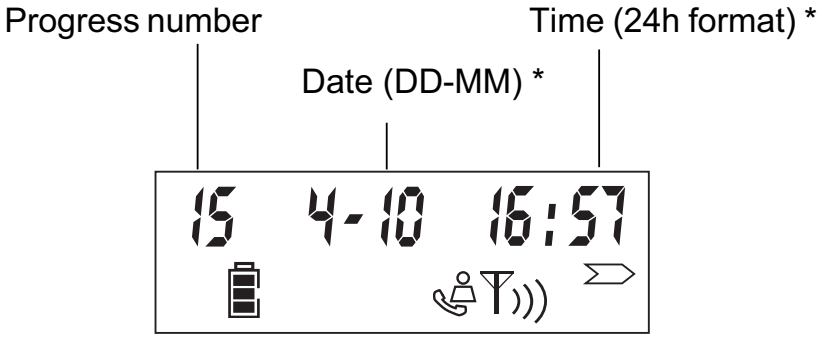
The Topcom B3350 displays the telephone numbers of incoming calls. This function is only possible if you are subscribed to a telephone operator that provides this service. Contact your telephone provider for more information. When you receive a call, the numbers are saved in a Call list. This list can hold 20 telephone numbers (each of max. 25 digits). If the number is longer then 14 digits, you can press the → key to show the other digits!

6.1 New calls

When you've received a new unanswered call, the CLIP symbol will blink on the display.

6.2 Consulting the Call list

- Press the Call Log button ✉. The last received call is shown on the display. If the list is empty, 'NO CLIP' is shown on the display.
- The following will be shown on the display:



- After 5 seconds, the telephone number will be shown. You can skip the date/time by pressing the → button.
- Use the left scroll key ← to scroll to the previous call. Use the → button to show the next call.
- You can leave the Call list by pressing the ⊘ button.

*** Only when the network sends the time/date together with the telephone number!!! On some networks with caller ID, time and date will not be displayed**

6.3 Calling a number from the Call list

- Scroll through the Call list until the desired number is shown on the display.
- Press the Line button ✆. The number will be dialled automatically.

6.4 Erasing a number from the Call list

- Scroll through the Call list until the desired number is shown on the display.
- Press and hold the Mute button ⊘ for 3 sec. to erase the number.

6.5 Store a number from the call log into the memory

- Scroll through the Call list until the desired number is shown on the display.
- Press and hold the Memory button 🕮 for 3 sec.
- Enter the memory location (0-9) where you want to store the number
- Enter the Memory button 🕮 again to confirm and to go back to standby

7 Register/de-register a handset

7.1 Register to a Topcom B3350 base

You can subscribe 4 handsets to one base unit. By default, each handset is subscribed as handset 1 on the base unit upon delivery (base unit 1).

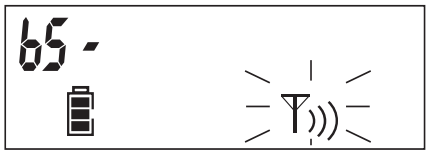
You only need to subscribe the handset if:

- The handset subscription has been removed from the base unit (e.g. for reinitialisation)
- You want to subscribe a different handset to this base unit.

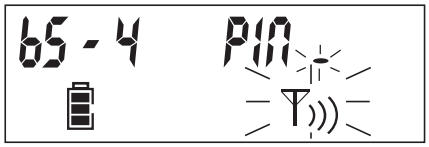
The underlined procedure is only applicable to a Topcom Butler 32xx and 33xx handset and base unit!!

Keep the Paging key on the base unit pressed for 10 seconds until the Line/Charge indicator on the base unit begins to blink rapidly. The Line/Charge indicator will blink rapidly for one minute. During this minute, the base unit is in register mode and you must do the following to subscribe the handset:

- Press and hold the → key for 3 sec, then press and hold the * key for 3 sec.
- The following will appear on the display:



- Enter the number of the base unit you would like to subscribe the handset to (1-4)
- The unit will start searching for the base and when found it will ask to enter the pin code (4 digits):



- Enter the base pin code (0000). If the pin is wrong, the handset will restart the searching for the base.
- When the handset is registered, it will show ‘HS’ followed by the handset number.

7.2 Subscribing a TOPCOM Butler 300 DECT GAP Headset

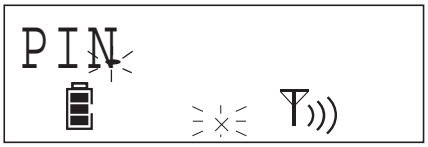
Press the Paging key on the base unit for 10 seconds until the Line/charge indicator on the base unit starts to blink quickly. The line/charge indicator will blink quickly for one minute. During this minute, the base unit is in subscribing mode and you must do the following to subscribe the headset:

- Turn ON the headset by pressing the ON/OFF button until you hear two beep tones. At the same time the red and green LED will lit ones.
- Remove the rubber cover of the power socket so that the hole of the power socket is free. Pull out the rubber cover from the headset so that the registration key hole is free also.
- Press the headset registration key. The red LED will flash rapidly.
  - If after a few seconds the green LED flashes slowly, the registration is successful.
  - If the red LED flashes slowly, the registration is failed. Repeat above procedure.

7.3 Removing a handset

You can remove a handset from a base to allow another handset to be registered:

- Press and hold the → key for 3 sec, then press and hold the ⊗ key for 3 sec.



- Enter the pin code (0000). If the pin is wrong, the handset will go back to standby.

- Enter the handset number (1-4) you want to remove
- The unit will go back to standby is the removal is successfully. If not, it will ask again to enter the handset number

You can only remove existing handsets and others then the one you are using.

8 Call transfer and Intercom between two handsets

These functions only work when more then one handset (like a duo/twin version) is registered to the base!

8.1 Call transfer and conference call during an external call

- During an external call, press the INT key followed by the number (1 - 4) of the other handset.
- The other handset will start to ring:
  - When the other handset takes the line you can talk internally.
    If you hang up, the external line will be connected with the other handset.
    If you press and hold the INT key for 3 seconds you can talk with the 2nd handset and external line at the same
    time (conference call)
  - Or press the INT key again to return to the external call.
- Press the Line button ✆ to end the call.

8.2 Internal call (intercom)

- In standby press the INT key followed by the number (1-4) of the other handset.
- The other handset will start to ring. You can stop the ringing by pressing the Line button ✆.
- If the other handset answers the call by pressing the Line button ✆ you can talk internally.
- Press the Line button ✆ to end the call.

9 Answering Machine

The Butler 3350 has a built-in digital answering machine with a recording capacity of 11 min. The answering machine can be operated remotely and features the possibility of recording two outgoing messages (OGM 1 and OGM 2) (maximum of 2 min).
There are 2 possibilities:

- With OGM 1, the caller has the possibility to leave a message
- With OGM 2, only the outgoing message is given without the caller having the opportunity to leave a message

The max. recording time for each incoming message = 2 min.
An internal voice will state various information, such as day and time of the call, as well as settings such as VIP code, ringer tones .. The language of the internal voice is stated on the packaging!

9.1 LED Display

The new message LED ✉/⏻ will flash if new messages have been received; the number of flashes between each long pause indicates how many new calls have been recorded.
If the answering machine is switched off, the On-Off LED ✉/⏻ does not light.
MEMORY FULL-LED is turned on when the internal memory is full and no new messages can be recorded.

9.2 Base Key Functions

The 🔑 & 🔔 keys are at the bottom of the base.

Key	Stand-by mode		During message play-back
	Press key briefly	press key for 2 seconds	
1 ◀◀	Play OGM	Record OGM	Go to previous message
2 ▮▶	Playback messages	None	Pause
3 ▶▶	None	Record memo	Skip message
4 🔊	Set volume speech +ringing	None	Set volume
5 /■	Select OGM	Switch On-Off	Stop
6 🔑	Play VIP-code	Set VIP-code	None
7 🔔	Current number of ring tones	Set numbers of ring tones	None
8 🕒	Playback Time	Set date/time	None
9 X	None	Delete all messages	Delete message or delete OGM

9.3 Outgoing Messages

Two outgoing messages of 2 minutes can be recorded (OGM1 and OGM2).

- Outgoing message 1 for the answering function and possibility for callers to leave a message.
- Outgoing message 2 for the answering function without allowing callers to leave a messages on the machine.

9.3.1 Recording outgoing messages (OGM 1 or OGM 2)

- Press the /■-key to select the OGM.
- A voice will playback the recorded OGM
- Press the -key for two seconds
- Record the outgoing message after the beep
- Press the Stop ■-key to stop recording.

The recording cannot exceed 2 minutes. If no outgoing message is recorded, the prerecorded outgoing message is used.

9.3.2 Playback the Outgoing Message

To check the outgoing message now set:

- Press the -key.

To stop playing the welcome note briefly press the Stop ■-key.

9.3.3 Select outgoing message

- Press the /■-key to switch between the 2 outgoing messages.
- The internal voice will confirm the set outgoing message.

It is only possible to select an outgoing message if the answering machine is turned on.
If the memory is full, only outgoing message 2 can be selected (only answering without recording messages.

9.3.4 Erasing the Outgoing Message

If you erase the outgoing message, the default message will be played ‘Please call later’ .
Erase the outgoing message as follows:

- Select the desired outgoing message by pressing the /■-key.
- Press the key to play the outgoing message.
- Keep the × key pressed down when the OGM is played back.

9.4 Turning Answering Machine On/Off

If the answering machine is on, the -LED will light up and the machine will automatically pick up the line after a number of rings (see 'Setting Number of Rings').

- Press the ⏻ key for 2 secs to switch on the answering machine. A voice confirms the setting and says which outgoing message is active (OGM 1 or OGM 2).
- Press the ⏻ key for another 2 secs to switch off the answering machine. A voice confirms the setting.

Even if the answering machine is off, the machine will automatically pick up after 10 rings in order to enable remote activation (see 9.15 Remote operation).

9.5 Setting number of Rings

The number of rings after which the answering machine will answer calls can be set from 2 – 9 and TS (Toll saver). The standard setting is 3 rings. In Toll saver mode, the machine will answer after 5 rings if there are no new messages, and after 2 rings if there are new messages. If there are no new messages and you call your machine to check your messages remotely (see 9.15 Remote operation), you can hang up after the 2nd ring. You do not need to pay connection fees and you know that you do not have any new messages.

- Briefly press the ⌂•• key. A voice will state the current number of rings.
- Press the ⌂•• key for 2 secs to set the number of ringing tones.
- Press the ◀◀ or ▶▶ key to change the current number of rings.
- Confirm the setting by pressing the ⌂•• key. The current ring setting is confirmed by the internal voice.

- **If you do not press any keys for 3 seconds, the machine will revert back to the answering machine menu, without changing the settings.**
- **If there is a loss of power in the base, the number of rings will revert to 3.**

9.6 Checking number of Rings

- Press the ⌂•• key briefly.
- The internal voice will state the number of rings set.

9.7 Setting day and Time

The day and time setting of the answering machine is independent of the telephone component. The day and time of each call is registered and announced during play-back. The format of the hour depends on the language of the internal voice. e.g. English is in 12-hour format and German is in 24-hour format.

Programming the day and time:

- Keep the 🕑-key pressed down for 2 secs.
- The internal voice will ask you to set the day.
- Press a few times on ◀◀ or ▶▶ keys to set the day. The internal voice states the current settings.

- Press the ⏲ key to confirm the day.
- The internal voice will ask you to set the hour.
- Press a few times on ◂◂ or ▸▸ keys to set the hour.
- Press the ⏲ key to confirm the hour.
- The internal voice will ask you to set the minutes.
- Press a few times on ◂◂ or ▸▸ keys to set the minutes.
- Press the ⏲ key to confirm the minutes.

The complete day and time setting is then repeated for confirmation.

- **If you do not press any keys for 8 seconds, the previous day/time setting is saved and the machine automatically exits the day/time setting mode.**
- **When you use the machine for the first time and have not yet set the day/time, no day/time registration of incoming messages is recorded.**
- **If there is a loss of power to the base, the day/time must be re-entered.**

9.8 Checking Day/Time

- Press the ⏲ key to announce the day/time. The internal voice will say the current day/ time setting.

9.9 Programming the VIP Code

The VIP code is a 3-digit code used to operate the machine remotely (see Remote Operation). The VIP code is set to '321' by default.

If there is a loss of power to the base, the VIP code will revert to '321'.

9.9.1 Changing the VIP Code

- Keep the 🔑- key pressed down for 2 secs to change the VIP code.
- The internal voice asks you to set the VIP code and says the first number.
- Press a few times on ◂◂ or ▸▸ keys to set the first number of the VIP code.
- Press the 🔑 key to confirm the first number. The internal voice says the current set 2nd digit of the VIP code.
- Press a few times on ◂◂ or ▸▸ keys to set the second digit of the VIP code.
- Press the 🔑 key to confirm the second number. The internal voice says the current set 3rd digit of the VIP code.
- Press a few times on ◂◂ or ▸▸ keys to set the third digit of the VIP code.
- Press the 🔑 key to confirm the VIP code. You will hear a long beep. The internal voice says the new VIP code for confirmation.

If you do not press any keys for 8 seconds, the previous VIP code is saved and the machine automatically exits the VIP setting mode.

9.9.2 Checking the VIP Code

- Press the key to play the VIP code. The internal voice says the current VIP code.

9.10 Operation

If a call is received and the answering machine is turned on, the answering machine will automatically pick up the line after the set number of rings. If

- Outgoing message 1 has been selected, it will be played. After the outgoing message, a beep will be heard and the caller can leave a message (of a max. 3 minutes).
- Outgoing message 2 has been selected, it will be played. After the beep, the line will automatically be disconnected. The caller does not have the possibility to leave a message.

If, during pick-up, nothing is said for 8 seconds, the line will be automatically disconnected.

9.11 Recording a Memo

With the Butler 3350, you can record memos. These memos are considered an incoming message that can be picked up later by the user. The max. recording time for a memo is 2 minutes.

- Press the key for 2 seconds. After the beep, say your memo.
- Press the Stop ■-key to stop recording.

9.12 Playback of Incoming Messages and Memos

- Press the ▮▶ key to play the messages and memos.
- An internal message tells you how many messages there are (total) and how many new (unheard) messages.
- The messages are played one at a time. If there are new messages, only the new messages (those that have not been heard) are played.
- For each message, the internal voice says the day and time the message was recorded
- During playback, you can:
  - go to the beginning of the current message by pressing the ◀◀ key once.
  - go to the previous message by pressing the ◀◀ key twice.
  - stop playback by pressing the Stop ■ key .
  - interrupt playback by pressing the Pause key ▮▶. Press the Pause key ▮▶ again to restart playback.
  - go to the next message by pressing the ▶▶ key.

9.13 Erasing Messages

9.13.1 Erasing Messages One at a Time during Playback

Start message playback as explained above.

- When the message to be erased starts playing, press the delete ✕ key for 2 secs
- During erase the internal voice will tell you that the message is being erased.
- The machine will start playing the next message.

9.13.2 Erase all messages

One can also erase all heard messages at one time. This erases only the messages that have already been heard. New messages are not erased.

- Press the delete ✕ key for 2 secs.
- The internal voice confirms that the messages have been erased by saying how many new (unheard) messages there are.

9.14 Memory Full

If the memory is full, MEMORY FULL-LED will flash. If the answering machine is turned on and a call comes in, the machine will automatically play OGM 2 (answering machine function without recorded caller message).
When listening to the messages, the internal voice will say that the memory is full and then play back the messages.

- Erase all the messages after listening to them.
- The memory is free again.

9.15 Remote Operation

The answering machine can only be operated remotely using a tough-tone phone (DTMF tone selection system).

- Call your machine.
- The answering machine picks up the line, you hear the outgoing message and a beep.
- After the beep, slowly dial the VIP code (default 321).
- You will hear two short beeps for confirmation.
- Enter the next codes to use the desired function:

a) Listening to Messages

- Press ‘2’ (listen to messages). The answer machine will play the messages.

During playback, you have the following options:

- Press ‘2’ to stop playback.
- Press ‘2’ to restart playback.
- Press ‘3’ to go to the next message.
- Press ‘1 1' to go to the previous message.
- Press ‘1’ to repeat the current message.
- Press ‘6’ to stop playback.
- Press ‘7’ to erase the current message.

b) Erasing All Old Messages

After listening to all messages, press ‘0’ to erase all messages.

c) Playing Outgoing Message

- Press ‘4’ to play the current outgoing message.

d) Recording Outgoing Message

- Press ‘9’ to select OGM 1 or OGM 2.
- Press ‘5’ to start recording
- A beep will indicate that you can start recording.
- Say your message.
- Press ‘6’ to stop recording.

Recording will be automatically interrupted after 2 minutes.

e) Turning Answering Machine On/Off

- Press the '9 ' key to switch on the answering machine.
- Press the '8' key to turn off the answering machine.

f) Ending Remote Operation

If you want to end remote operation, press ‘6’.

9.16 Turning answering machine on remotely

If the answering machine is switched off, you can turn it on remotely.

- Call your machine.
- The machine will pick up automatically after 10 rings and play outgoing message 2.
- Dial the VIP code (default 321) slowly during the message plays.
- Press the '9' key.
- The internal voice will say that the answering machine has been turned on.
- Press ‘6’ to stop operation.

10 Troubleshooting

Problem	Possible cause	Solution
No Display	Batteries not charged	Check the position of the batteries
		Recharge the batteries
No dialling tone	Telephone cable not properly connected	Check the connection of the telephone cable
Volume of conversation partner too low		Adjust the volume during the conversation by pressing the volume key
Handset ringer volume too low		Adjust the ringer volume

11 Technical data

Range:	up to 300 m in open space, up to 50 m in buildings
Dialling options:	DTMF (tone) and Pulse
Batteries:	2 x 1.2V, 600 mAh AAA Type NiMH rechargeable
Max. standby time:	approx. 100 hours
Max. talk time:	11 hours
Ambient temperature:	+5 °C to +45 °C
Permitted relative air humidity:	25 to 85 %
Power supply base adapter:	220/230V , 50 Hz
Memories	10 indirect with max. 25 digits

12 Default settings

Flash time	100 ms
Dialling mode	Tone
Ring volume	Level 3
Ring melody	Ringer 8
Base pin	0000

13 Topcom warranty

13.1 Warranty period

The Topcom units have a 24-month warranty period. The warranty period starts on the day the new unit is purchased. The warranty on batteries is limited to 6 months after purchase. Consumables or defects causing a negligible effect on operation or value of the equipment are not covered. The warranty has to be proven by presentation of the original purchase receipt, on which the date of purchase and the unit-model are indicated.

13.2 Warranty handling

A faulty unit needs to be returned to a Topcom service centre including a valid purchase note.
If the unit develops a fault during the warranty period, Topcom or its officially appointed service centre will repair any defects caused by material or manufacturing faults free of charge.
Topcom will at its discretion fulfil its warranty obligations by either repairing or exchanging the faulty units or parts of the faulty units. In case of replacement, colour and model can be different from the original purchased unit.
The initial purchase date shall determine the start of the warranty period. The warranty period is not extended if the unit is exchanged or repaired by Topcom or its appointed service centres.

13.3 Warranty exclusions

Damage or defects caused by incorrect treatment or operation and damage resulting from use of non-original parts or accessories not recommended by Topcom are not covered by the warranty. Topcom cordless phones are designed to work with rechargeable batteries only. The damage caused by the use of non-rechargeable batteries is not covered under warranty. The warranty does not cover damage caused by outside factors, such as lightning, water and fire, nor any damage caused during transportation. No warranty can be claimed if the serial number on the units has been changed, removed or rendered illegible. Any warranty claims will be invalid if the unit has been repaired, altered or modified by the buyer or by unqualified, non-officially appointed Topcom service centres.

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